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L1	132	703/11.ccor.	US-PGPUB; USPAT	OR	ON	2005/05/30 18:40
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L6	25	(L4 L5) and @ad<="20010308"	US-PGPUB; USPAT	OR	ON	2005/05/30 18:40
L7	5	("6268872").URPN.	USPAT	OR	ON	2005/05/30 18:40
L8	14	("5572646" | "5586257" | "5727950" | "5754740" | "5761644" | "5850352" | "5956028" | "5956038" | "5956485" | "5966129" | "5966526" | "5971855" | "5982372" | "5983003").PN.	US-PGPUB; USPAT; USOCR	OR	ON	2005/05/30 18:40
L9	65	463/1.ccor.	USPAT	OR	ON	2005/05/30 18:40
L10	5	("20020082077" | "20020098879" | "6227966" | "6273815" | "6449518").PN.	US-PGPUB; USPAT; USOCR	OR	ON	2005/05/30 18:40
L11	168	463/9.ccor.	US-PGPUB; USPAT; USOCR	OR	ON	2005/05/30 18:40
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L14	34638	concept with form$3	US-PGPUB; USPAT	OR	ON	2005/05/30 18:40
L15	1	L13 and L14	US-PGPUB; USPAT	OR	ON	2005/05/30 18:40
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L17	5265	natural adj language	US-PGPUB; USPAT	OR	ON	2005/05/30 18:40
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L21	2383	characteristic with perceiv$3	US-PGPUB; USPAT	OR	ON	2005/05/30 18:40
L22	12	L21 same environment same object	US-PGPUB; USPAT	OR	ON	2005/05/30 18:40
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to optimize their performance measure, given the **percept** sequence they have seen so far and limited
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www.cis.umassd.edu/~eeberbach/papers/ebericrams.ps

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survive and prospect (i.e.living natural or **artificial life**)We can distinguish the following agent
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respond immediately either to **percepts** only or to **percepts** and their internal state. ffl Goal-based agents
www.cis.umassd.edu/~eeberbach/papers/cec2001.ps

Affect and Agent Control: Experiments with Simple Affective.. - Scheutz, Sloman (Correct)
whether natural or artificial. Keywords: **Artificial life**, AI architectures, multiagent systems,
we construe the term `affective'For example, **percept**ual states or enduring internal belieflike states
states that are indirectly changed when **percepts** change, and which may subsequently affect
www.cs.bham.ac.uk/research/cogaff/scheutz.sloman.affect.control.ps

Acknowledgements - Rix (1997) (Correct)
selection. 1 Fourth European Conference on **Artificial Life**, Metropol Hotel,Brighton, 29th July 1997. 2
that intelligent robots can be developed using **percept**ion based actions without the need for a
robot football can be analysed in these terms: **Percepts** are the views of the world obtained by the agent
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<u>Implementing Proxy Objects in a Reflective ORB - Ledoux (1997)</u> <u>(Correct)</u> <u>(14 citations)</u>
success of the Web are radically changing our **perception** of **object concept**. An **object** deals with
objects [OMG95a]Today, CORBA specifications **form** the kernel of the new middleware products. These
distributed architectures like CORBA, the **concept** of proxy allows to deal with a local
ftp.emn.fr/pub/objet/publications/ecoop97.ps.gz

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<u>Story-Telling in Virtual Environments - Dautenhahn (1998)</u> <u>(Correct)</u> <u>(9 citations)</u>
empower humans and provide means of action and **perception** which are not possible in very simple
told to others, and these reconstituted memories **form** the basis of the individual's remembered self.
Abstract This paper discusses the **concept**ual background of a research project which aims
www.cyber.rdg.ac.uk/people/people/kd/WWW/ivef.ps

<u>Visual Routine for Eye Detection Using Hybrid.. - Bala, DeJong.. (1996)</u> <u>(Correct)</u> <u>(3 citations)</u>
image recovery and reconstruction is the goal of **perception**. AV, also referred to as Active, Purposive and
the context of developing visual routines is what **form** the base representations (features'the visual
active processes as suggested above comes from the **concept** of visual routines suggested by Ullman [1] and
chagall.gmu.edu/publication/ICPR96fr.ps

<u>Figure-Ground Segmentation As A Step Towards Deriving Object .. - Nordlund, Eklundh (1997)</u> <u>(Correct)</u> <u>(1 citation)</u>
EKLUNDH Computational Vision and Active **Perception** Laboratory (CVAP) Department of Numerical
In 3rd International Workshop on Visual **Form** Capri, Italy, May 28-30 ,1997 FIGURE-GROUND
to select which algorithms to run. Moreover, the **concept** of information cost is discussed more
ftp.nada.kth.se/CVAP/reports/NE97-IWVF.ps.gz

<u>A Framework for Semantic Modeling of Video Data for.. - Day, Khokhar, Ghafoor (1999)</u> <u>(Correct)</u> <u>(1 citation)</u>
these approaches are very tedious since the **perception** of video contents is done manually by users,
data modeling and management. ffl Development of **form**al techniques for semantic modeling of multimedia
of video data for capturing the spatio-temporal **concepts** associated with various **objects** in an input
www.eecis.udel.edu/~ashfaq/papers/acm_mult.ps.gz

<u>Fractals under the Microscope or Reaching Beyond the Dimensional.. - Struzik (1997)</u> <u>(Correct)</u>
unreliable. Still, the intuition of common sense **perception** of fractals would indicate something very
the Microscope or Reaching Beyond the Dimensional **Form**alism of Fractals with the Wavelet Transform
give the reader an idea of the universality of the **concept** of fractal geometry. Going through the subjects
ftp.cwi.nl/pub/CWIQuarterly/1997/10.2/struzik.ps.gz

<u>Object-Oriented Conceptual Modeling of Video Data - Young Francis</u> <u>(Correct)</u>
However, this approach is very tedious since the **perception** of video contents is done manually by users,
system. Very little attempt has been made to **form**ally express spatio-temporal interactions of
Object-Oriented **Concept**ual Modeling of Video Data Young Francis Day,
www.ee.udel.edu/~ashfaq/papers/cvideo.ps.gz

<u>CO-OPN/2: A Specification Language for Distributed.. - Biberstein, Buchs..</u> <u>(Correct)</u>
efficient way of working. Indeed, the initial **perception** of the system to be built may be very vague. As
the CO-OPN (Concurrent **Object** Oriented Petri Nets) **form**alism, destined to support the specification of
abstraction hierarchies. This latter notion is the **concept** which is used in application structuring. Some
www.fcul.research.ec.org/deva/trs/../papers/1.2I.ps

<u>Knowledgeable Schema - Irani, Sadanandan</u> <u>(Correct)</u>
We feel the principles underlying cognition and **perception** in man and the tools developed by him to manage

environment should be captured more precisely and **form**ally. Researchers are turning to biological systems
one having its own plane, having what we call a **"concept** base"Each succeeding plane, provides a mapping
sunsite.informatik.rwth-aachen.de/Publications/CEUR-WS/Vol-4/irani.ps

Recent Advances in Motion Understanding - Beauchemin, Bajcsy, Barron   (Correct)
Motion is a central aspect of vision. Its **perception**, interpretation and use in visual tasks is
some restrictions about perceptual motion may be **form**ulated. These may take the **form** of directional
Computer Vision and how they are integrated in the **concept** of Active Vision for autonomous navigation. 2
linc2.cis.upenn.edu/~beau/PS_PAPERS/cvnz-98.ps

Combining Contour and Region Information for Perceptual Grouping - Schlüter, Posch (1998)   (Correct)
system uses different types of visual cues for **perception**. Regarding computer vision, Sanocki, Bowyer,
the lowest level contour segments are combined to **form** collinear and curvilinear groups which are again
and 2\Theta1D level of the hierarchy we employ the **concept** of Areas of Perceptual Attentiveness which are
www.techfak.uni-bielefeld.de/techfak/ags/ai/publications/yearpub/../papers/Schlueter1998-CCR.ps.gz

Graphes d'aspects probabilis es Probabilistic Aspect Graphs - Herbin   (Correct)
Stephane.Herbin@cmla.ens-cachan.fr Resume La **perception** directe est intrinsequement incomplete pour la
d'objets peut alors etre organise sous la **forme** d'un graphe d'aspects. Les graphes d'aspects
a generalized probabilistic version of this **concept**. Tri-dimensional **object** recognition is
www.cmla.ens-cachan.fr/Utilisateurs/herbin/biblio/rfia98.ps.gz

Merging Object-oriented Modelling with a 4th Generation.. - Rumerstorfer   (Correct)
languages do not automatically meet our **perception** of **object**-orientation. In our view, the
constructs that are essential to build a schema and **form** the core structure of an application The base
In the following we describe the modelling **concepts** of BOOM, a database-oriented development system
www.swe.uni-linz.ac.at/publications/ps/SE-97.12.ps.Z

A Unifying Theory for Content Self-awareness in Distributed.. - Heather, Rossiter (1997)   (Correct)
now need to exhibit some **characteristic** of self-**perception**. They need to be aware of their own contents to
projects shows the need for unifying principles. A **form**al abstract theory of indexing for multimedia
of indexing for multimedia **objects** leads to the **concept** of machine awareness, presented here 1 in the
dcs.www.ncl.ac.uk/events/anniversaries/40th/webbook/trs/lists/../papers/574.ps

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[3] **There are no philosophic problems raised by virtual reality**
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[5] **CSCW and the Internet**
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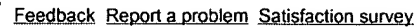
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    Acoustics, Speech, and Signal Processing, 2000. ICASSP '00. Proceedings. 2000 IEEE International Conference on
    Volume 3, 5-9 June 2000 Page(s):1419 - 1422 vol.3
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    Fuzzy Systems, 2000. FUZZ IEEE 2000. The Ninth IEEE International Conference on
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